SkillRack

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0/10 22 0 0 845 1438

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DAILY CHALLENGE ProgramID- 6993 SkillRack

Escape Speed

The program must accept three floating point values as **G** (gravitational constant), **M** (mass) and **R** (radius) of a planet. The program must calculate and print the escape speed of the object with precision up to 3 decimal places.

Formula:

Example Input/Output 1:
Input:
1.567 2.4783 3.4671

Output:
1.497

Example Input/Output 2:
Input:
1.9038 2.7920 4.3937

Output:
1.555

Max Execution Time Limit: 2000 millisecs

Ambiance

Java (12.0)

Reset

```java
import java.util.*;
public class Hello {

    public static void main(String[] args) {
    Scanner sc=new Scanner(System.in);
    double g=sc.nextDouble();
    double m=sc.nextDouble();
    double r=sc.nextDouble();
    double e=(2*g*m)/r;
    System.out.printf("%.3f",Math.sqrt(e));
    //System.out.print("0");



    }
}
```

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Save Run

Run with a custom test case (Input/Output)